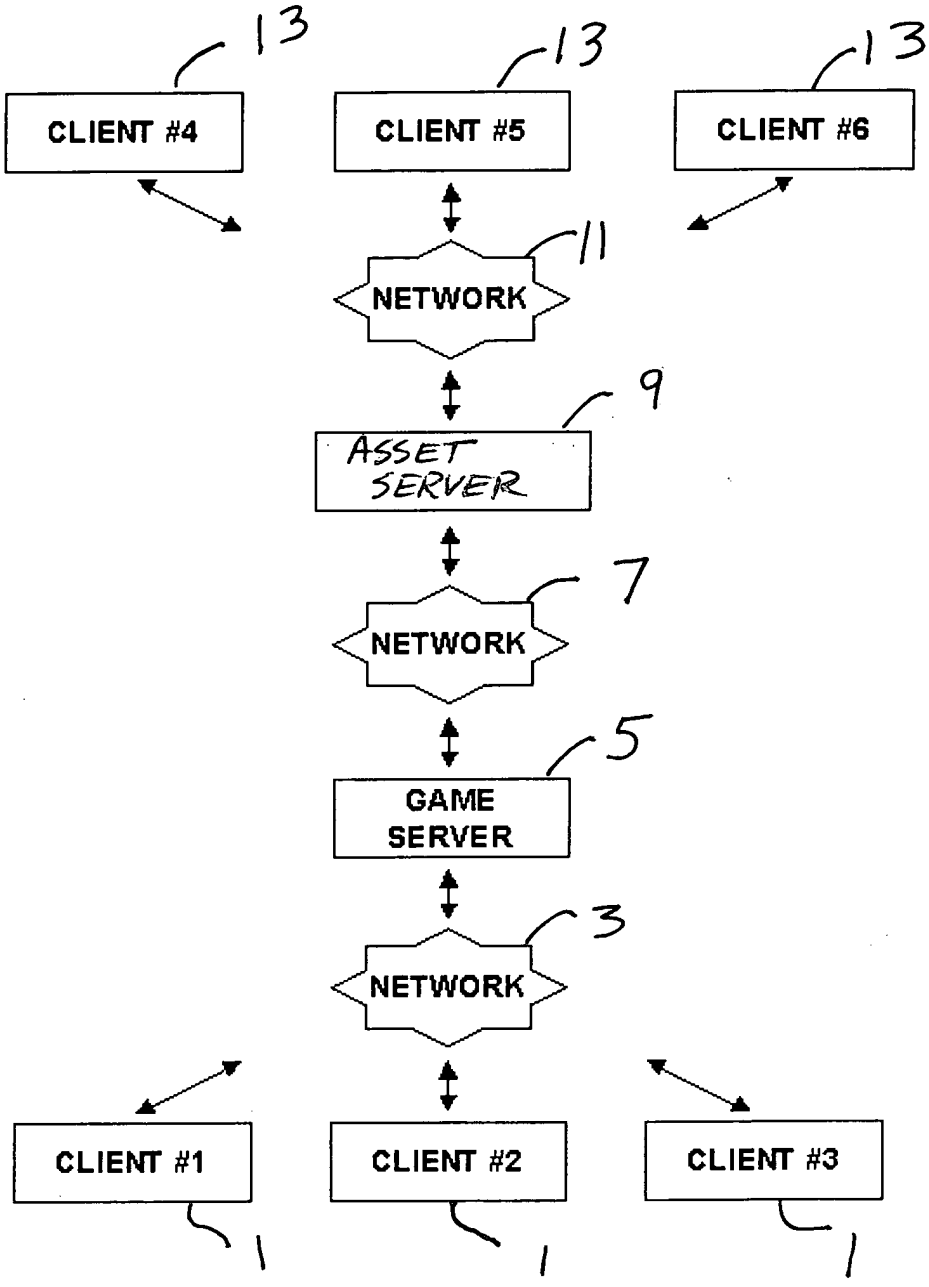

13
13
13
CLIENT #4
CLIENT #5
CLIENT #6
11
NETWORK
9
ASSET SERVER
7
NETWORK
5
GAME SERVER
3
NETWORK
CLIENT #1
CLIENT #2
CLIENT #3
1
1
1

FIG. 1

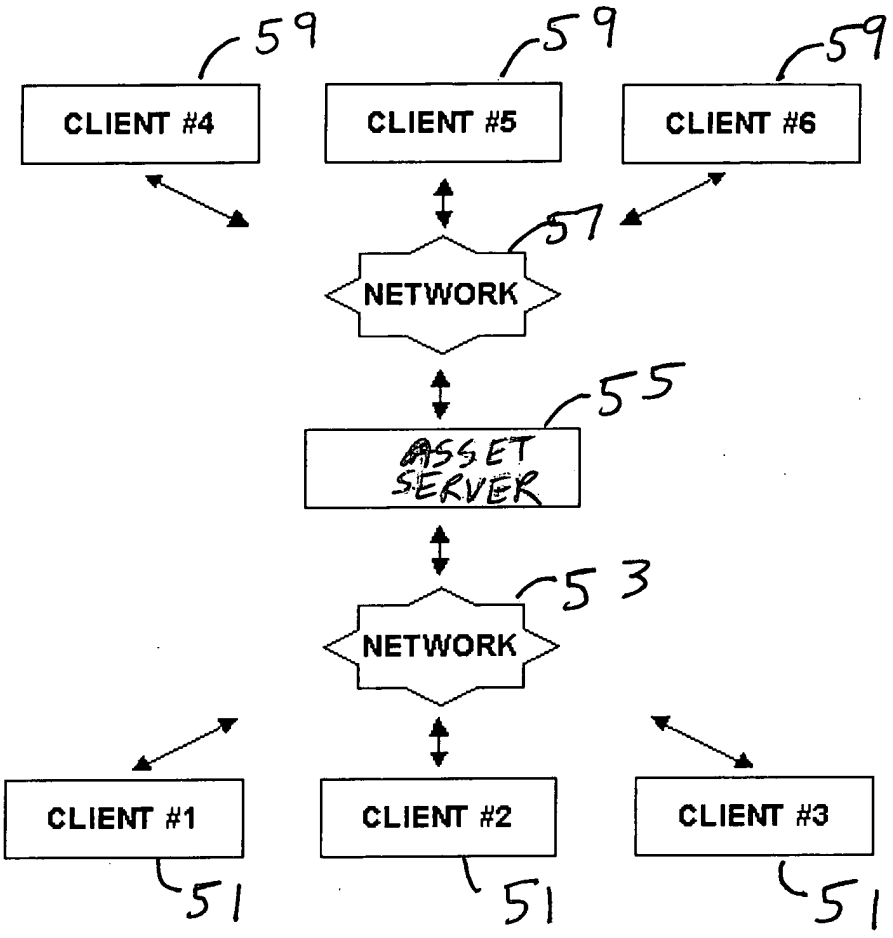

59
59
59
CLIENT #4
CLIENT #5
CLIENT #6
57
NETWORK
55
ASSET SERVER
53
NETWORK
CLIENT #1
CLIENT #2
CLIENT #3
51
51
51

FIG. 2

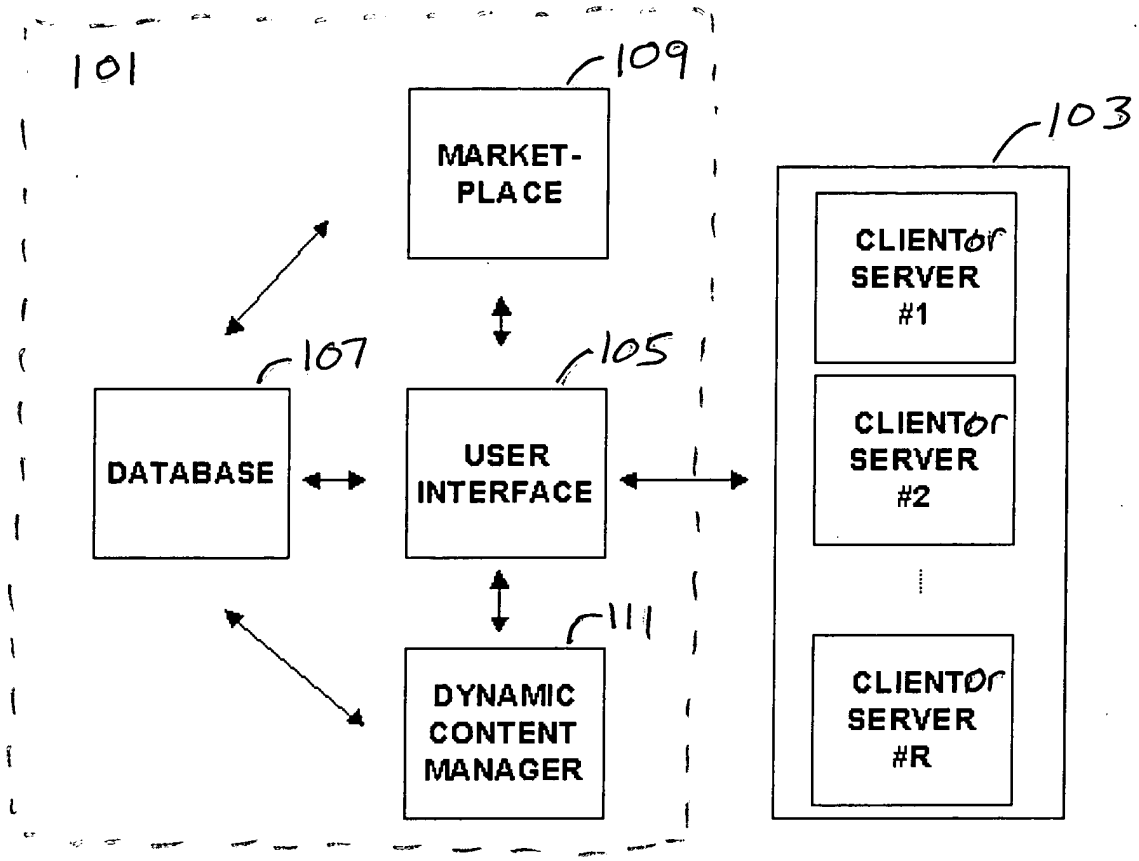

101
109
MARKET-PLACE
103
CLIENT or SERVER #1
CLIENT or SERVER #2
CLIENT or SERVER #R
107
105
DATABASE
USER INTERFACE
111
DYNAMIC CONTENT MANAGER

FIG. 3

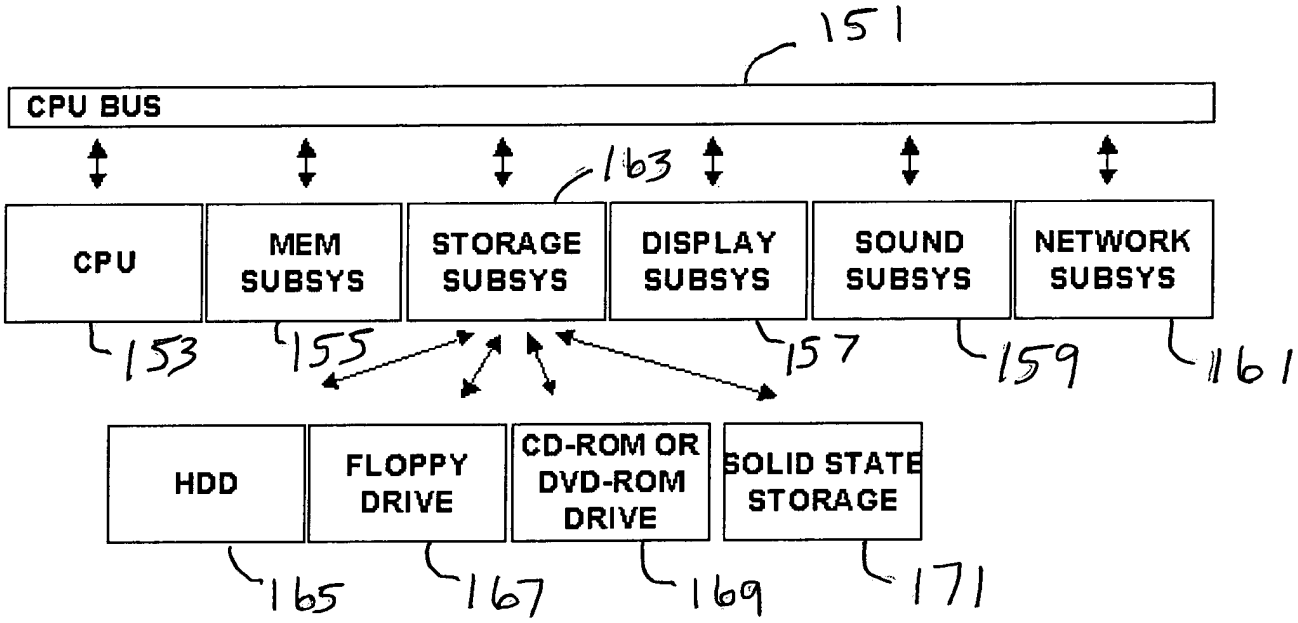

151
CPU BUS
163
CPU
MEM SUBSYS
STORAGE SUBSYS
DISPLAY SUBSYS
SOUND SUBSYS
NETWORK SUBSYS
153
155
157
159
161
HDD
FLOPPY DRIVE
CD-ROM OR DVD-ROM DRIVE
SOLID STATE STORAGE
165
167
169
171

FIG. 4

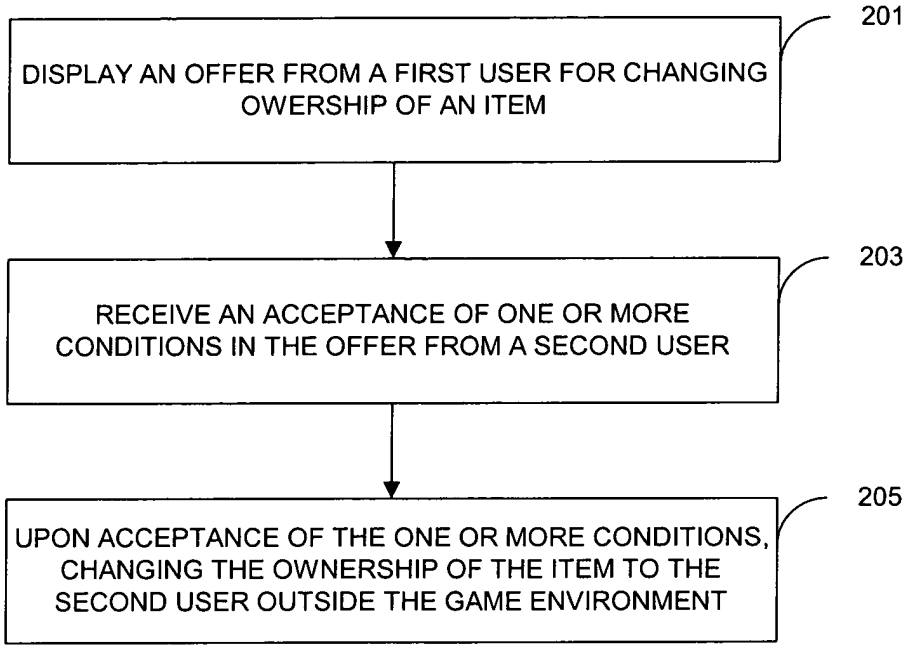

DISPLAY AN OFFER FROM A FIRST USER FOR CHANGING OWERSHIP OF AN ITEM
201
RECEIVE AN ACCEPTANCE OF ONE OR MORE CONDITIONS IN THE OFFER FROM A SECOND USER
203
UPON ACCEPTANCE OF THE ONE OR MORE CONDITIONS, CHANGING THE OWNERSHIP OF THE ITEM TO THE SECOND USER OUTSIDE THE GAME ENVIRONMENT
205

FIG. 5

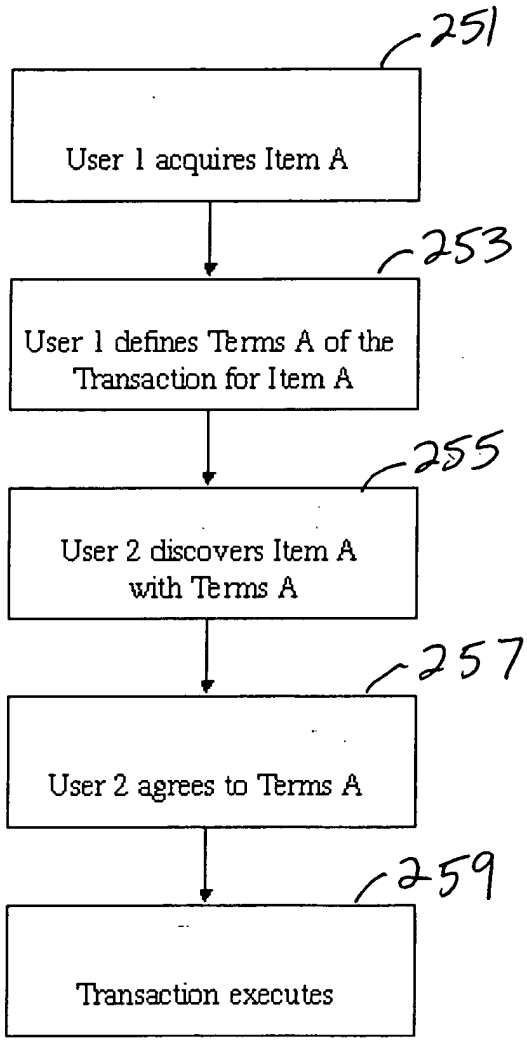

251
User 1 acquires Item A
253
User 1 defines Terms A of the Transaction for Item A
255
User 2 discovers Item A with Terms A
257
User 2 agrees to Terms A
259
Transaction executes

FIG. 6

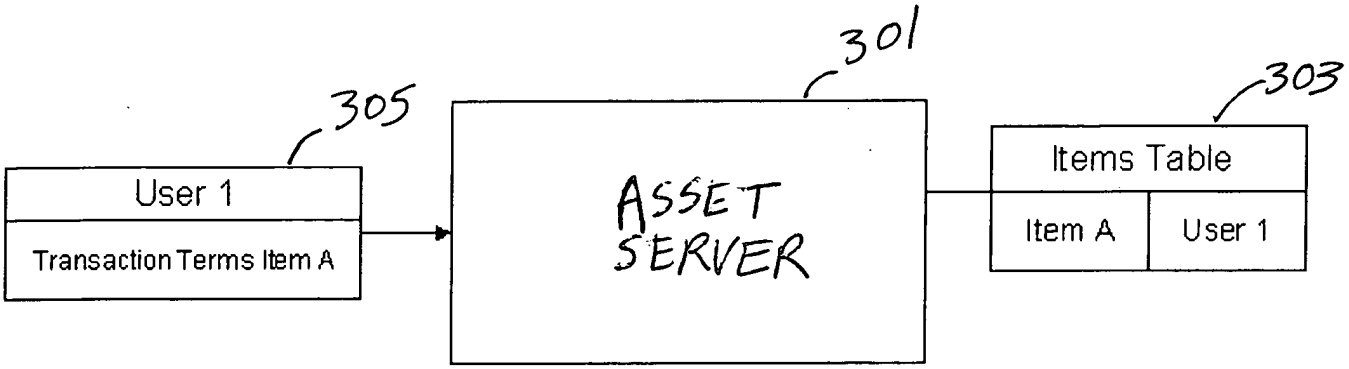

301
305
303
User 1
Transaction Terms Item A
ASSET SERVER
Items Table
Item A
User 1

FIG. 7A

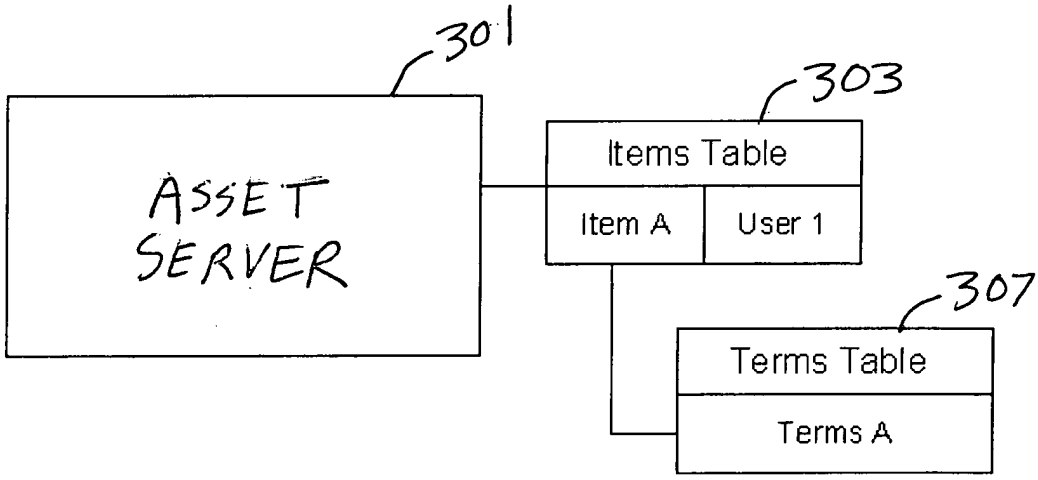

301
303
ASSET SERVER
Items Table
Item A
User 1
307
Terms Table
Terms A

FIG. 7B

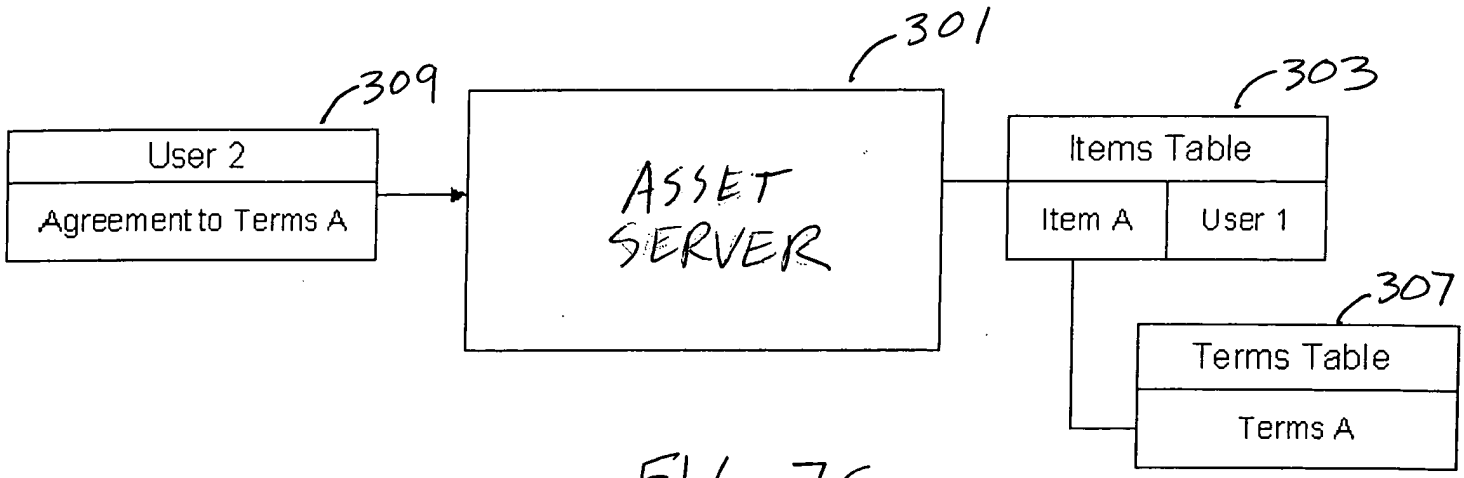

301
309
303
User 2
Agreement to Terms A
ASSET SERVER
Items Table
Item A
User 1
307
Terms Table
Terms A

FIG. 7C

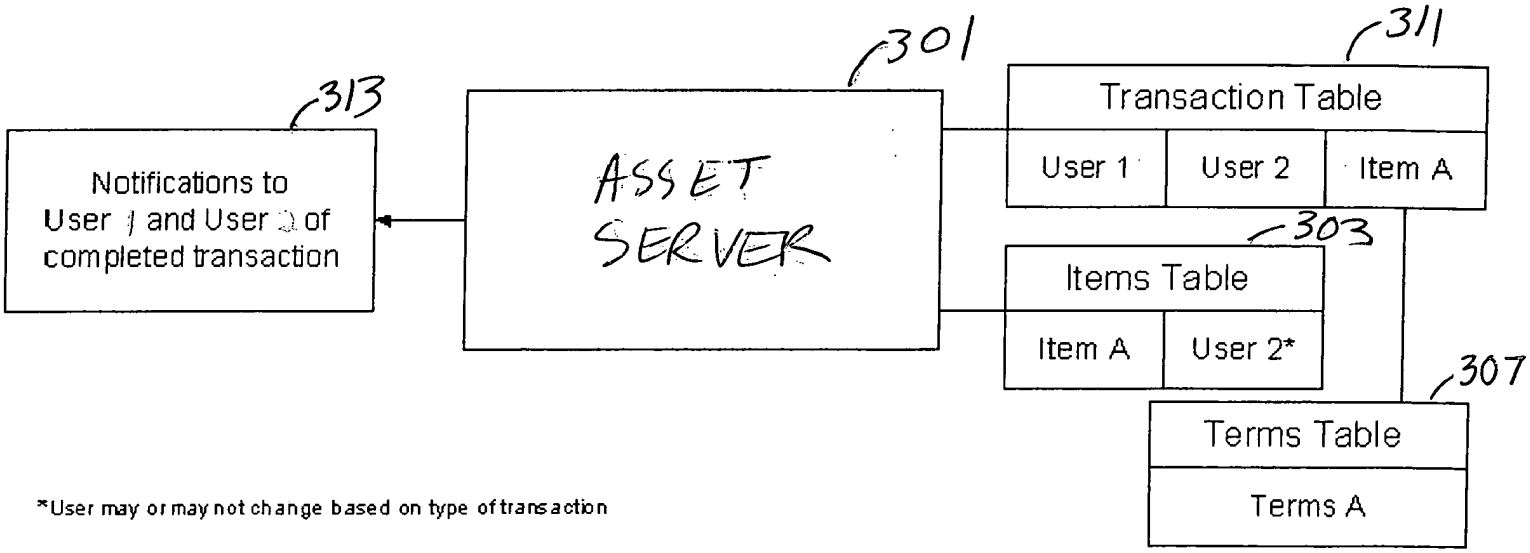

301
311
313
Notifications to User 1 and User 2 of completed transaction
ASSET SERVER
Transaction Table
User 1
User 2
Item A
303
Items Table
Item A
User 2*
307
Terms Table
Terms A
*User may or may not change based on type of transaction

FIG. 7D

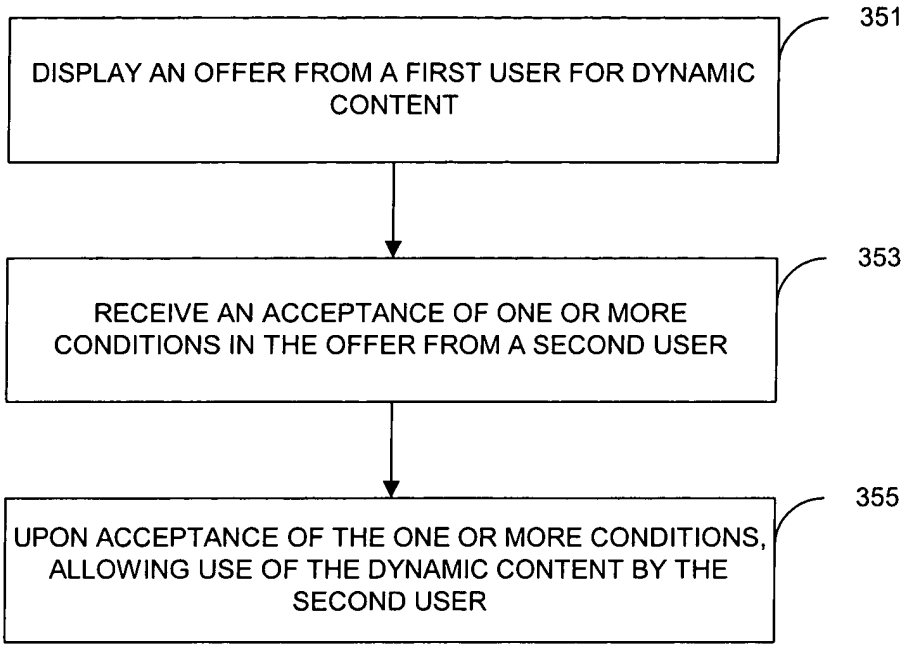

DISPLAY AN OFFER FROM A FIRST USER FOR DYNAMIC CONTENT
351
RECEIVE AN ACCEPTANCE OF ONE OR MORE CONDITIONS IN THE OFFER FROM A SECOND USER
353
UPON ACCEPTANCE OF THE ONE OR MORE CONDITIONS, ALLOWING USE OF THE DYNAMIC CONTENT BY THE SECOND USER
355

FIG. 8

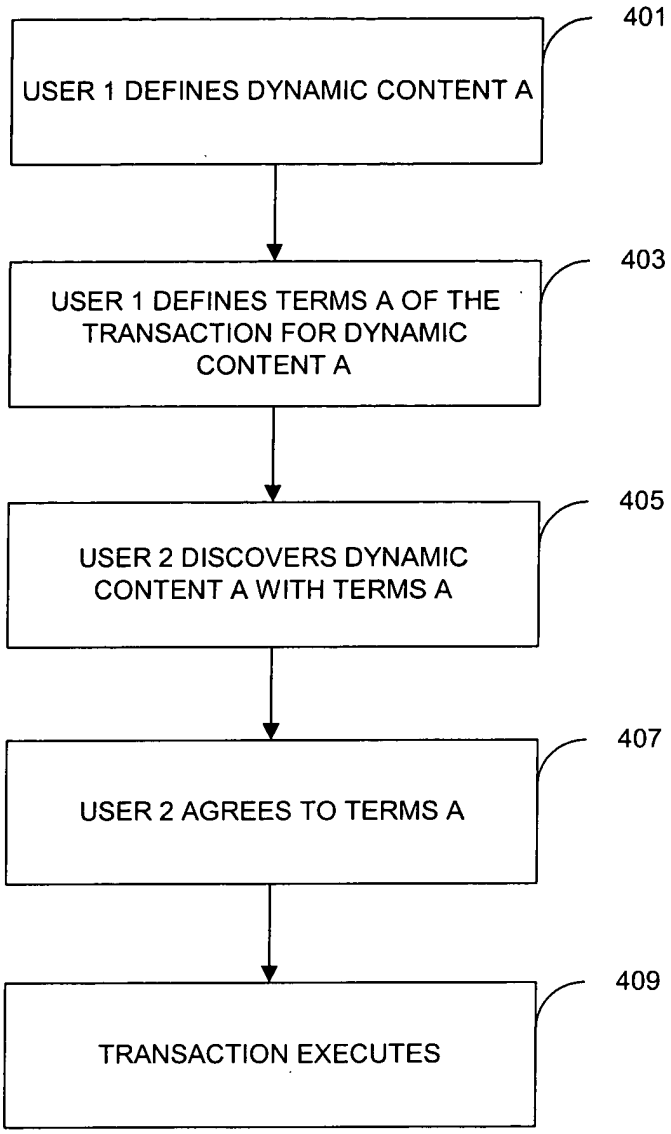

401
USER 1 DEFINES DYNAMIC CONTENT A
403
USER 1 DEFINES TERMS A OF THE TRANSACTION FOR DYNAMIC CONTENT A
405
USER 2 DISCOVERS DYNAMIC CONTENT A WITH TERMS A
407
USER 2 AGREES TO TERMS A
409
TRANSACTION EXECUTES

FIG. 9

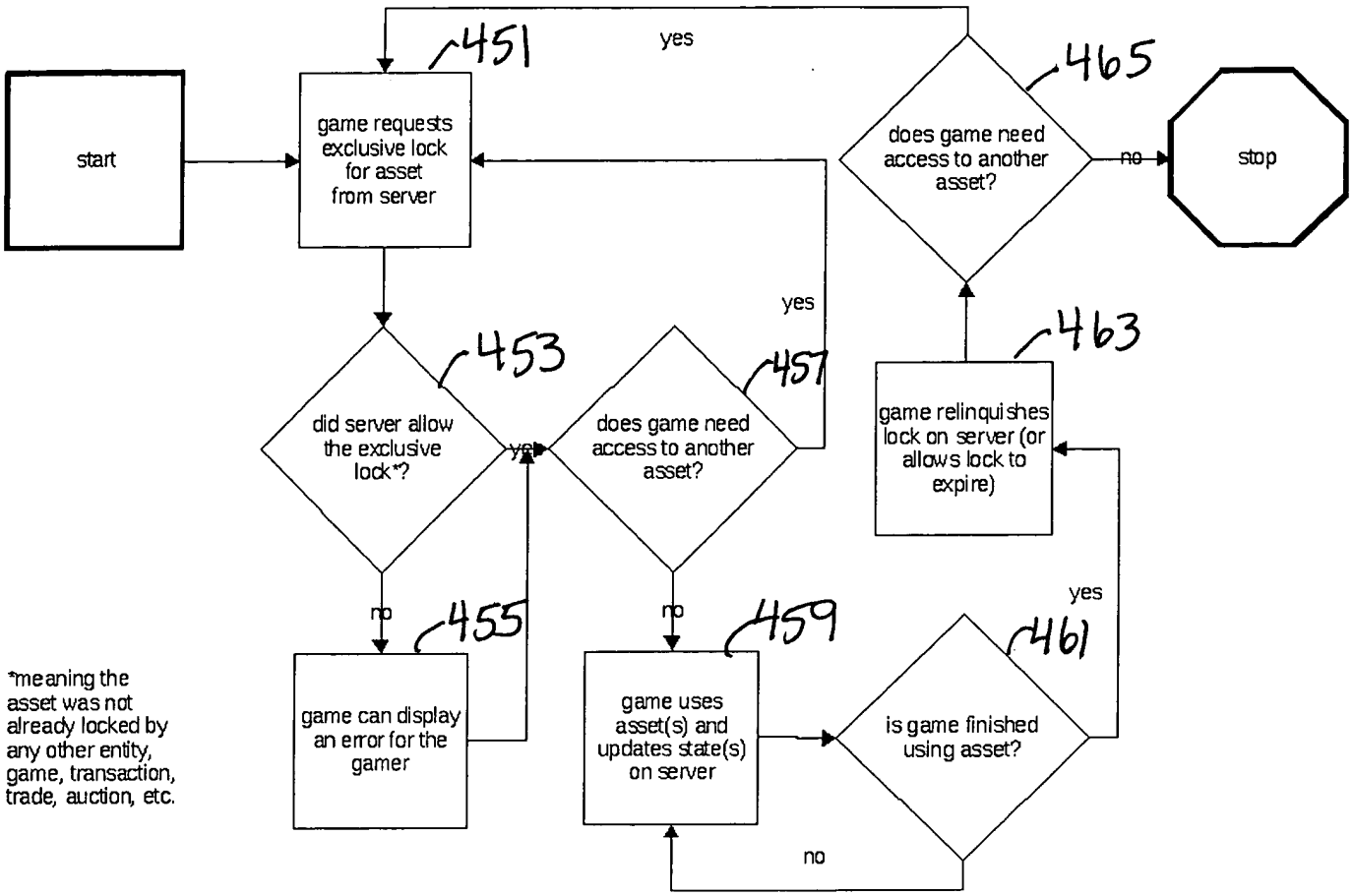

start
451
game requests exclusive lock for asset from server
453
did server allow the exclusive lock*?
yes
no
455
game can display an error for the gamer
457
does game need access to another asset?
yes
no
459
game uses asset(s) and updates state(s) on server
461
is game finished using asset?
yes
no
463
game relinquishes lock on server (or allows lock to expire)
465
does game need access to another asset?
yes
no
stop
*meaning the asset was not already locked by any other entity, game, transaction, trade, auction, etc.

FIG. 10

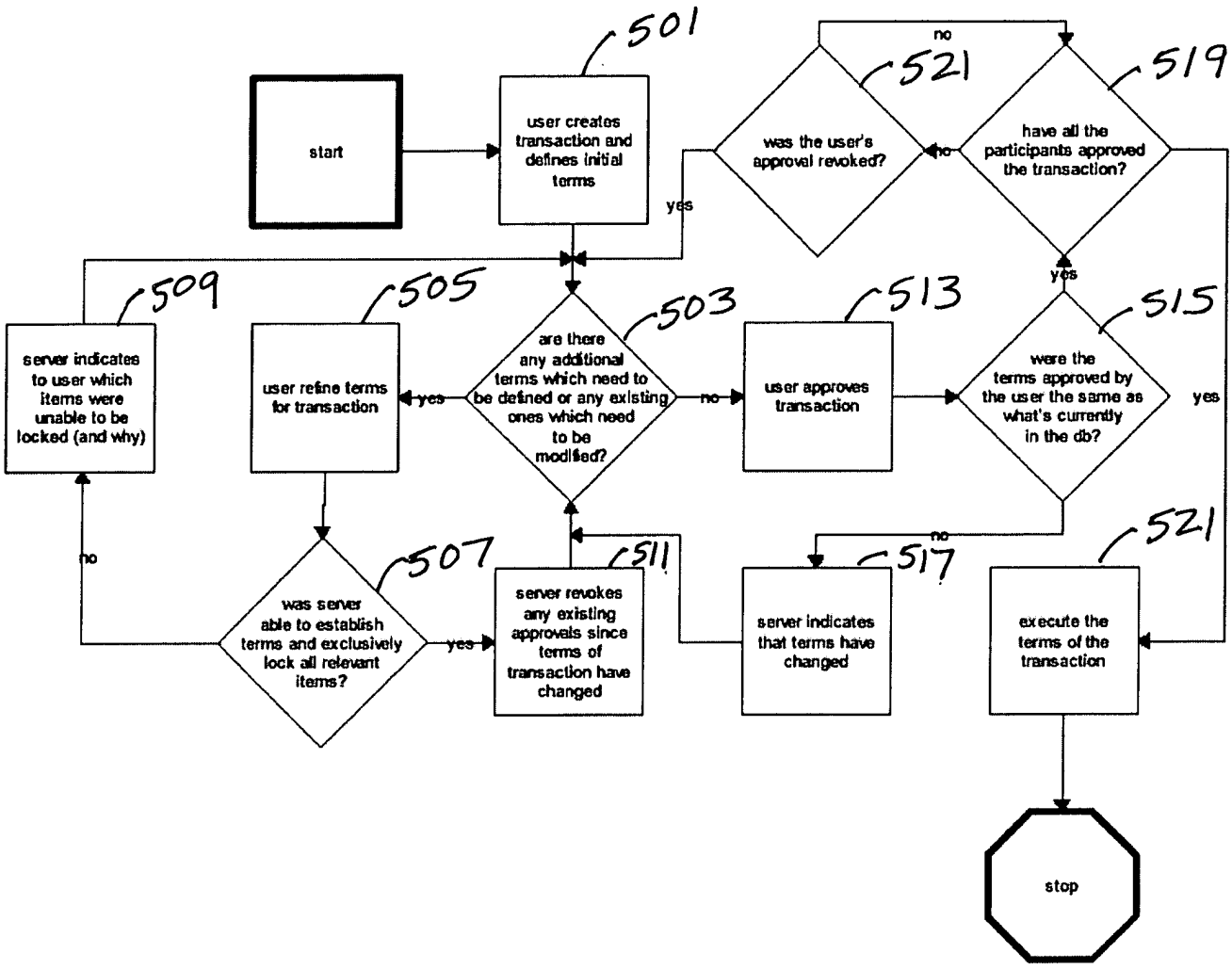

start
user creates transaction and defines initial terms
501
was the user's approval revoked?
521
have all the participants approved the transaction?
519
no
yes
server indicates to user which items were unable to be locked (and why)
509
user refine terms for transaction
505
are there any additional terms which need to be defined or any existing ones which need to be modified?
503
user approves transaction
513
were the terms approved by the user the same as what's currently in the db?
515
yes
no
was server able to establish terms and exclusively lock all relevant items?
507
server revokes any existing approvals since terms of transaction have changed
511
server indicates that terms have changed
517
execute the terms of the transaction
521
stop

FIG. 11A

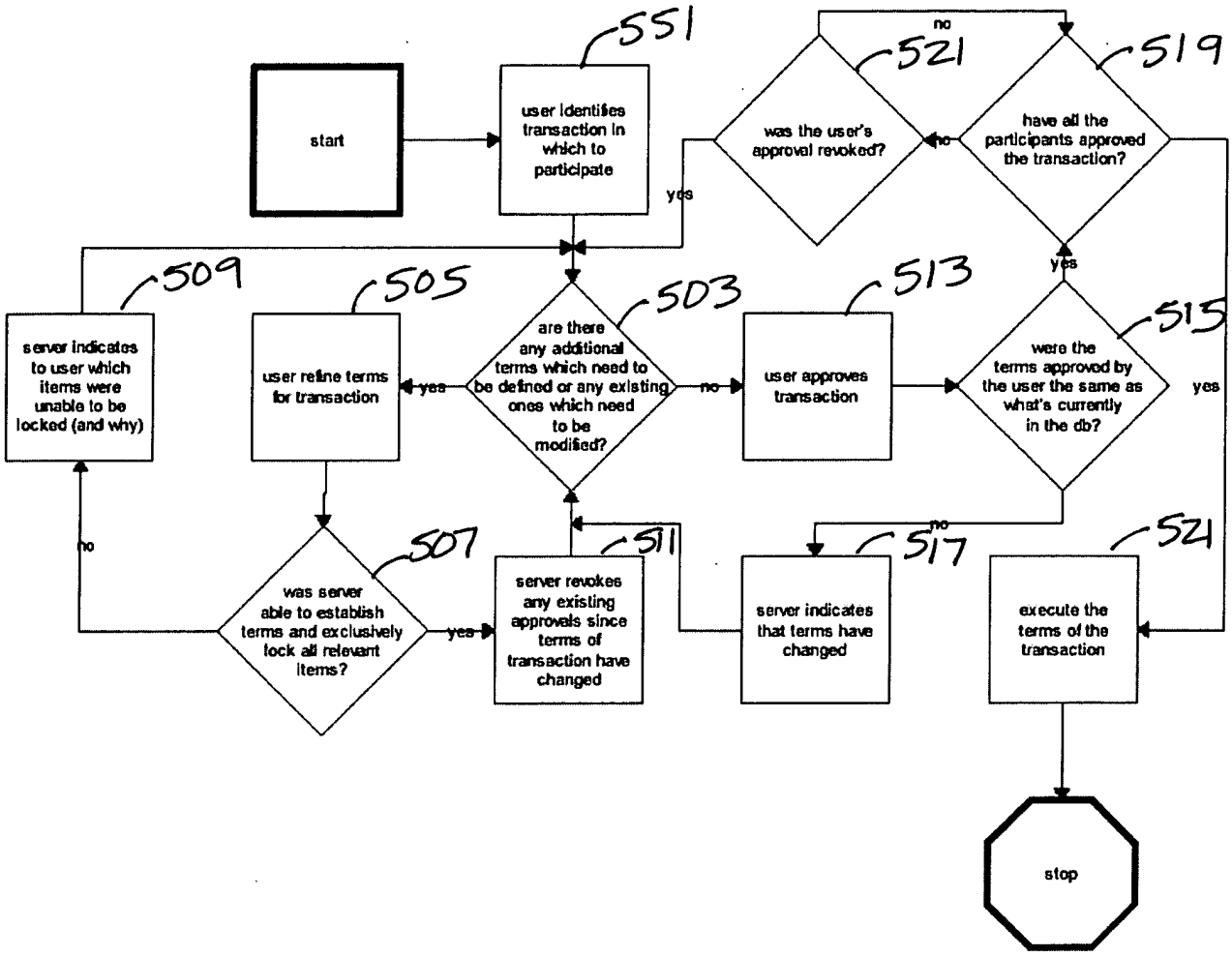
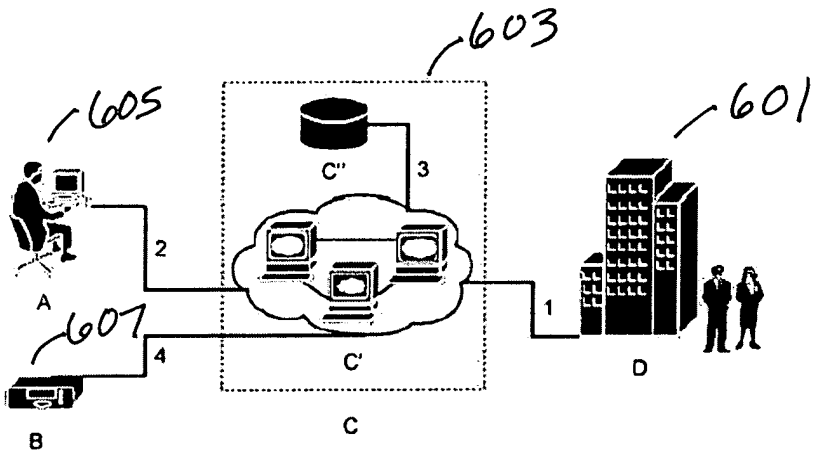

start
user identifies transaction in which to participate
551
was the user's approval revoked?
521
have all the participants approved the transaction?
519
no
yes
no
yes
server indicates to user which items were unable to be locked (and why)
509
user refine terms for transaction
505
are there any additional terms which need to be defined or any existing ones which need to be modified?
503
user approves transaction
513
were the terms approved by the user the same as what's currently in the db?
515
yes
yes
no
no
was server able to establish terms and exclusively lock all relevant items?
507
server revokes any existing approvals since terms of transaction have changed
511
server indicates that terms have changed
517
execute the terms of the transaction
521
stop

FIG. 11B

A. gamer
B. game device
C. service
C'. service's servers
C". service's database
D. content producer



1. Content producer (D) contacts service (C) via the service's servers (C') and indicates that an asset may be created in the service's database (C") upon the meeting of certain conditions.

2. The gamer (A) contacts the service (C) via the service's servers (C') and meets the terms defined by the content producer (D) in step 1.

3. The service (C) creates an asset in the database (C") belonging to the gamer (A) as defined by the terms defined by the content producer (D) in step 1.

4. The gamer (A) may now access and manipulate the asset created in step 3 via a game console (B) or other mechanism.

FIG. 12

BEST AVAILABLE COPY